KOEI

KOEI CORPORATION
One Bay Plaza, Suite 540, 1350 Bayshore Hwy, Burlingame, CA 94010
Printed in Japan

GEMFIRE™

SNL
G8

INSTRUCTION BOOKLET

KOEI

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING:PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY

Nintendo

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.
©1991 NINTENDO OF AMERICA INC.

WELCOME TO THE KOEI WORLD!

Have you ever wondered what it would be like to take part in history's great events?

Through our games you will encounter historical situations where you can play many roles - a hero, warrior, maybe even a ruler, and in the process create your own history!

We hope you get many enjoyable hours from this game and experience the passion and thrill of the time period.

Please look for future quality releases from us!

We appreciate your interest in our products.

Yoichi Erikawa

Yoichi Erikawa
President, Koei Corporation
& The Koei Staff

TABLE OF CONTENTS

LOADING INSTRUCTIONS • 4
CONTROLLER • 4
STARTING • 5
OPTIONS MENU • 5

THE LEGEND OF GEMFIRE • 6

A WORLD OF ILLUSION • 10
Scenarios • 10
Advisors • 14
Game Play • 14

RULING POWER •21
Main Display • 17
Symbols and Facts • 18
Commands • 21

WARTIME CONTROLLER • 25

STRATEGY HINTS • 24

FIGHTING POWER • 27
War • 27
Battlefield Display • 28
Troops • 29
Terrain •30
Victory and Defeat • 30
Battle Commands • 32
War Options Menu • 32

THE TURN OF EVENTS • 33
Temperate Zones • 33
Elves & Ogres • 34

CREATURES OF LORE • 36
Monsters for Hire! • 36
Skilled Fighters for Hire! • 38
Magicians • 39
Pastha • 42
Fire Dragon • 43

QUICK CHARTS • 44
Commands • 44
Fifth Units • 45

LOADING INSTRUCTIONS

CONTROLLER

Start Button
- Access the Options Menu from the main screen during play.

Button A
- Zoom through the opening text when a flashing cursor appears.
- Highlight and select menus and commands.

Button B
- Cancel commands and exit from menus.

Control Pad
- Direct the flashing cursor (arrow) across the map.
- Push left and right to move through main command icons.
- Direct troops during war.

Buttons L/R
- Call up your advisor from the main screen during play.
- Jump to second screen lists when viewing.
- View the layout of the battlefield during war.

STARTING

1) Insert the game cartridge.
2) Turn ON the game system.
3) The story of Gemfire will begin! Push **Start** to skip to game set-up.
4) Choose a scenario or saved game with the control pad and press A.
5) Choose a 1 or 2 player, or a demonstration game with the control pad and press A.
6) Select your family and advisor (as above), and enter the fantasy!

OPTIONS MENU

Push **Start** to access the menu :

Save game
Load game
Speed: (0-9)
Sound: (on/off)
Quit

Save game
You can save up to 2 games. By saving, you erase any game previously saved on the same save number.

Load game
Quit the game you are in and load another saved game.

Speed
Set the message display speed. 9 is slow, 0 is fast.

Sound
Turn the game music on or off.

Quit
Quit and let the computer play out the rest of the game.

The Legend of Gemfire

Long, long ago there was a magical kingdom in the middle of the northern seas called Ishmeria.The people lived in peace on their island with elves and ogres and other fantastic beasts. But one fateful day an evil sorcerer named Zemmel broke their harmony.

Zemmel flew to Ishmeria on the back of a **Fire Dragon**. He wielded the dragon's powers against the people. In one day he covered the island with fire, destroying villages and scorching the hills. There was only one thing that stopped the dreadful fires. It was the **Pastha**, kind creature of the sea.

Hearing the desperate cries of the people, the Pastha awoke from its bed in the sea. It scooped up as much water as it could carry and flew to the towns, spraying water down on the flames. But the dragon could not be stopped. So, the king called his **six wizards and sorceresses** to stop the monster. Together they worked their magic on the dragon. As they cast the last spell to lock the dragon away, Zemmel suddenly appeared and cursed them all! The last sound the magicians heard was Zemmel's laughter as he escaped from Ishmeria.

In the aftermath of the destruction, 7 charmed gems were all that remained of the 6 magicians and the Fire Dragon. In remembrance of the struggle to save Ishmeria, the king inlaid all 7 gems in a

crown called **Gemfire**. Soon the king discovered that the crown held special powers to help the people, and he used it to restore Ishmeria to peace.

As the king grew older the people of his kingdom prospered. After many years of peace the day came for the king to hand the reins of power over to his son. **King Eselred** became the new keeper of Gemfire, and unfortunately he found a darker use for the crown.

King Eselred was greedy and misused the crown. With its powers he pillaged the people, destroyed the crops, and directed Ishmeria on a course of doom. Yet King Eselred had a daughter, **Princess Robyn**, who was kind and troubled by the pains her father forced upon the people. Some day, she hoped, she would be stop her father.

Then one night, Princess Robyn dreamed that the Pastha came to her to plea for help. "Robyn, save us! Break the spell on Gemfire!" the Pastha said. Troubled by her dream, she awoke and went to the king's chambers. There

she saw her father asleep on the throne with Gemfire in his hands. Robyn knew that this was her chance to make her dream come true! The gems sparkled in the moonlight as she tiptoed up to the throne and grasped Gemfire in her hands.

"In my heart I know Father will understand and forgive me for what I must now do..." Softly she spoke these words to the powers of the crown, and began to work the gems out of the crown.

As each gem broke free from the crown's hold, Robyn hurled them into the midnight sky. But, as she struggled with the very last stone, the red ruby of the dragon, her father startled her from behind!

"Robyn! You have betrayed my faith!" Blinded by his wrath and greed, King Eselred banished Princess Robyn to a tower and locked her away from all.

But the spell had already been broken and the wizards and sorceresses turned back into their human forms. They disappeared into the night and sought out the other rulers in Ishmeria. Each vowed to use their magical powers for the good of the kingdom.

From that day, the kingdom was split and the fight was on to unite the crown. The people, the elves, and the ogres of the island could never live in peace until one virtuous leader gained control of Gemfire and all the gems. Six magicians and six rulers went to war to restore the kingdom under the crown.

A World of Illusion

SCENARIO 1: ERIN & ANDER

Erin	*Provinces 3,4,5*
Ander	*Provinces 2,6,7*
Lars	*Provinces 25,26*
Garth	*Province 8*

Prince Erin of Blanche

Erin is young and powerful. Zendor has devoted his powers to Erin to help him capture Gemfire.

Prince Ander of Lyle

Ander is a good protector of Lyle. He has the magic of Pluvius to help defend his people.

Prince Lars of Coryll

Lars rules in Southwestern lands. With the crystal of Empyron, he must fend off a fierce neighbor, Erik of Flax.

Prince Garth of Chrysallis

Garth intends to expand his small kingdom over to the main island. Chylla has the magic to lead him to success.

SCENARIO 2: FLAX'S SHAME

Erin	*Provinces 4,5,6,12*
Ander	*Provinces 1,2,3,7*
Erik	*Provinces25,26,27*
Leander	*Provinces 9,13,14*

Prince Erin of Blanche

Erin has recruited Arkin and Geran as new vassals and expanded the Blanche domain.

Prince Ander of Lyle

Ander has the help of three new vassals. He is still the main adversary of Prince Erin.

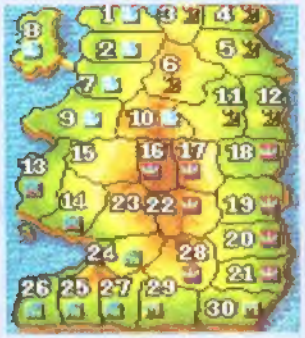
Prince Erik of Flax

After a long struggle, Erik was driven into a corner. But Scylla is still loyal to Flax, and will assist them as they rise again!

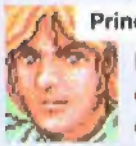
Prince Leander of Molbrew

Prince Leander gained his territory peacefully. But, as a keeper of one of the gems, he is in danger of attack!

SCENARIO 3: TERIAN'S WAR



Erin *Provinces 3,4,5,6,11,12*
Ander *Provinces 1,2,7,8,9,10*
Terian *Provinces 13,14*
Gweyn *Provinces 29,30*



Prince Erin of Blanche

Erin acquired a second gem when he defeated the Molbrew Family. Now Zendor and Skulryk are united in the fight for power.

Prince Ander of Lyle

With the help of Pluvius, Ander brought the Chrysallis Family to ruin. His victory secured him a second magician, Chylla.

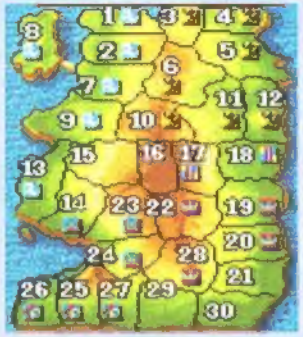
Prince Terian of Tate

Terian has been driven into the South by the contest between Erin and Ander. He is searching for a route to expand into the North!

Princess Gweyn of Tordin

Gweyn once supported the families of Coryll and Molbrew. But, when they fell to other rulers, she established her own domain.

SCENARIO 4: GEMFIRE



Erin *Provinces 3,4,5,6,10,11,12*
Ander *Provinces 1,2,7,8,9,13*
Eadric *Provinces 25,26,27*
Loryn *Provinces 17,18*

Prince Erin of Blanche

After being betrayed by his younger brother Pender, Erin has renewed his attack on Lankshire!

Prince Ander of Lyle

Ander has been held back in the West for many years.Now his territory extends to the south.

Prince Eadric of Tudoria

Eadric rose to power at an early age. He is rumored to be the lost son of Eselred, who was stolen away at birth!

Prince Loryn of Divas

Loryn was once loyal to Lankshire but he lost faith in Eselred. Now he rules over Divas and aspires to rise to a higher rank.

ADVISORS

You must choose an advisor during game set-up. To ask for advice when you are at the main command icons, press Button A.

Eldrow the Wise

Zorax the Mighty

Jade the Enlightened

Jasper the Riddler

GAME PLAY

Your mission is to reunite the 6 magical stones of Gemfire and step up to the throne in Ishmeria. Follow these hints and you will save Ishmeria and free Robyn from the tower!

Note: All commands will appear in bold letters below.

1. Restore Prosperity

First, restore your own kingdom to prosperity. **Develop** your towns through **Cultivation**; the fields will yield a better harvest in the fall. After the harvest, **Trade** some grain for gold. Later **Give Food** to the people to help them prosper.

Main screen

Protect your people from natural disasters! It will only cost 10 gold to prepare for fires, blizzards and torrential rains - a low cost to spare your people from catastrophe.

Flash flood!

2. Acquire New Territory

Once your people are secure, conquer new territory. Recruit vassals, or hire monsters and mercenaries to help you. Then send your troops to war. When you succeed, restore your new followers to prosperity.

Battlefield

Step Toward Peace

Try diplomacy first - don't recklessly forge into war. Ally with other families to protect your borders.

3. Gain Fame and Reinforce Your Defense

Your army consists of four units: horsemen, knights (2) and archers. In addition, you can bring a Fifth Unit into war.

Fifth Unit recruited!

The Fifth Unit is a force of mercenaries, monsters, or even a wizard or sorceress. Some of their weapons are guns and swords, fire and ice.

Zendor's magic

4. Gather the Gems and Crown

To become King or Queen of Ishmeria you must possess the 6 magical gems and the crown. When you capture a gem you earn authority over the wizard or sorceress it holds. **View** other rulers to discover who has the gems.

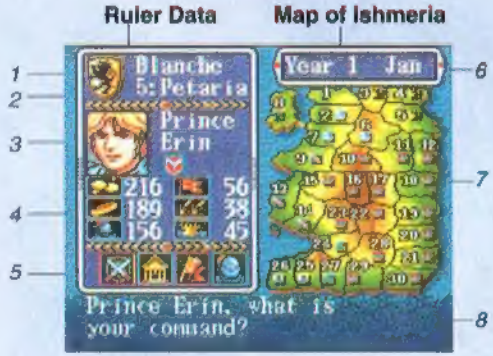
Gemfire

5. Triumph Over Ishmeria

With the crown in hand, and as ruler of all 30 provinces, you will journey to your final destination - Eselred's palace. Release Princess Robyn from her prison tower and become the new King or Queen of Ishmeria!

RULING POWER

MAIN DISPLAY



1. Family crest
2. Family and province
3. Ruler
4. Province data
5. Main commands
6. Date
7. Province flags
8. Message box

SYMBOLS AND FACTS

Province Facts

Check your strength in Province Facts

GOLD
Gold is for buying food, recruiting soldiers, and secret missions.

FOOD
Food is for the people and soldiers. They are given food supplies throughout the year.

SOLDIERS
The size of your army. Spy on other armies before going to war!

LOYALTY
The people's loyalty to their ruler. Treat them fairly and they will stay loyal.

FARMING
The value of your farmlands. Cultivate the fields to ensure a rich harvest.

PROTECTION
Your castle strength. Develop province protection to fend off enemies and natural disasters.

Character Facts

View your vassals and lords, princes and princesses, to find out who are the most capable characters

1. LEADERSHIP: Ability to protect and develop a province

2 COMMAND: Commanding ability on the battlefield.

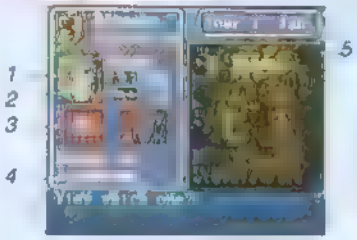
3. CHARM: Charming leaders are better at persuading alliances and new recruits.

4. FAME: Fame in Ishmeria Fame grows with good deeds and is important for carrying out secret missions and recruiting vassals. *Ruler Data only*

5. GEMS: 6 gems are held by 6 rulers and the crown is in the hands of one VIEW to see who holds the gems

6. FAMILY LINE: This symbol will show if a character is related to the prince or princess of their family.

Fifth Unit Facts



1. POWER: For skilled fighters, power shows how many soldiers are in a unit. But, for wizards and sorceresses it shows the force of their magic. Power may not be known at time of recruitment!

2. PAY: The recruitment fee to hire a Fifth Unit. This is also a quarterly stipend Fifth Units receive while in your army.

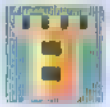
3. RANGE: The fifth unit is in blue, and its attacking range is in red

4. STYLE: Monsters and magicians have different styles of fighting.

5. MONTHS OF REST: After a war, magicians need rest. If you are attacked when your magician is resting, you can dispatch monsters to war. Magicians need 2 months of rest

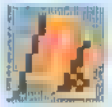
Province Symbols

The following symbols indicate province status.



The **home province** in which the prince or princess resides

A **regular province**, in which a lord or lady resides.



A **manor** with no ruler present. The prince or princess sends monthly orders from the home province

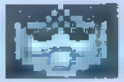
An **entrusted province,** ruled by a lord or lady.

Ruler Symbols

When you VIEW, choose MANY to see all ruling members of a family. Each person is listed with their data: Leadership, Command, Charm, province number and rank. Crowns and helmets are the symbols of rank.

Note: If there are more than 9 members, a flashing cursor will appear at the bottom of the screen. Press A to view other members.

Prince or **Princess** - Ruler of the home province and the entire family.



Lord or **Lady** - Ruler of the province in which he or she resides. Lords and Ladies can be appointed by the Prince or Princess.

Vassal - A family member who resides in the home province.

Note: A vassal can be appointed to a province or in place of a Lord or Lady through CHANGE LORD.

COMMANDS

You must issue commands each month to every province under your control. There are some commands you can repeat in a turn, shown by ✦. Other commands can only be from the home province by a Prince or Princess, shown by ⚄.

You have four categories of command: Military, Domestic, Diplomacy and Vassal.

Military

Domestic

Diplomacy

Vassal

*See **Symbols and Facts** for more on commands & icons.*

Military Commands

Attack
Declare war! Select a province to attack and gather war supplies (food and gold).

Recruit
Increase your army. You can recruit as many soldiers as you want if you have enough gold

Move Troops
Move soldiers, food and gold into another province in your domain, or into empty territory to claim it as your own

Hire Monster
Contract monsters or mercenaries to fight as Fifth Unit forces.

• *Hire*
It will cost you gold to hire a Fifth Unit. Look over the fighters that are available before you make a decision.

• *Dismiss*
You can break your contract with a Fifth Unit at any time

Domestic Commands

Develop
Develop the land and help your people move towards prosperity.

Cultivation
Pay 10 gold to cultivate the fields.

Protection
Pay 10 gold to build up your defense from natural disasters and enemy attacks.

Trade
Trade food and gold. Prices fluctuate between low, average and high.

•*Sell*
Sell food to the merchant. You decide how much to sell

•*Buy*
Buy food from the merchant. You decide how much to buy.

Give Food
Give the people food to increase their loyalty.

Transport
Send or receive extra food and gold from a province in your domain. This command differs from MOVE TROOPS in that you can send goods to distant provinces, and no troops are moved.

Diplomacy Commands

Ally
Make or break alliances

• *Ally*
You can only be allied with one family at a time. If you tie an alliance, a declaration of peace will go out between all allied provinces.

• *Break alliance*
The ruler must break an alliance before allying with another family, or before attacking an ally.

Negotiate
Order a secret mission into another province

• *Defection*
Try to convince a vassal from another family to desert and join your forces.

• *Surrender*
If your power is superior to another family's, you may be able to force their surrender.

Sabotage
Wreak havoc in another province! If successful you will damage their fields and weaken the ruler

WARTIME CONTROLLER

"Command which unit?"
To command troops, use the Control Pad to move the cursor to a unit and press C. The unit will highlight.

"Move where?"
Move the cursor to direct the unit's path of movement, ending in an open space. Then press C to move.

"Which command?"
If you want to move to a different space, press B now. Or, select a command with the cursor and press C. If you choose **Wait**, the unit will turn gray to indicate its turn is over.

To Build or Break a fence,
move the cursor to on open space adjacent to the unit, and press C. The unit's turn will automatically end.

To Attack,
move the cursor to an enemy unit in range,
and press C.

Viewing enemy's troops
can be done before choosing a unit
to command. Move the cursor to a unit and press C.
Or, to view the battlefield, press A.

Once you finish your turn, press B to access the war options menu. Choose **Done** to end.

STRATEGY HINTS

Domestic tactics
Cultivate your fields and build up protection.
This will boost the fall harvest
and protect your people from natural disasters.

Trade when prices are right!
This will bring in extra gold and food when you need it.
Or, plunder a rich neighboring province!

Give food to gain the support of your people.
Disasters occur when the people are unhappy.

Military tactics
It costs a lot to maintain an army. But, if you have a hostile neighbor with a large army, you had better recruit troops!
The right time to recruit is right
after you make a profit in trading.

Hire monsters and mercenaries.
If attacked when your magician is tired from war,
you can take monsters into war as Fifth Units.

There are peaceful ways to capture territory and gems.
View vassals in other families and try to negotiate defection to your side. Or negotiate surrender with a weaker family.

Always beware of your strongest neighbors!

Plunder
Send spies into a neighboring province to plunder food and gold.

Vassal Commands

View
View your own or other province data

One
Choose a person to view.

Many
View a list of family members.

Land
View a list of family lands.

Fifth Unit
View your own special forces.

Change Lord
The prince or princess can appoint vassals in place of lords or ladies in other provinces.

Entrust
Entrust a province in the hands of the lord or lady to free the ruler from monthly commands

Search
Send a spy into another province to identify Fifth Units and look for special items

Fighting Power

WAR

When you see the chance to take over a province, ready your troops and attack! The enemy may fight or they may flee to another province.

If your territory is attacked, you have a tough decision to make: fight, retreat...or surrender.

Fight
Call up a Fifth Unit and defend your castle

Retreat
Flee to the home province or a neighboring province. If there is more than one neighboring province, you must choose a path of retreat on the map.

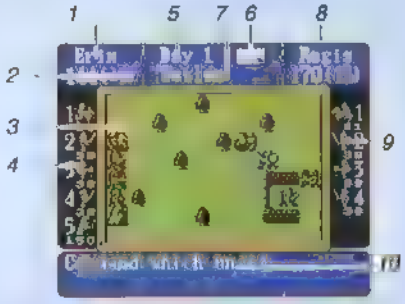
Surrender
Surrender your vassals and gold to the enemy. If you still have soldiers or food you will be forced to fight or flee.

BATTLEFIELD DISPLAY

When you attack, or are attacked, the battlefield display will appear. The lords/ladies at war are named at the top of the display. On the battlefield, attacking units appear in red, at left; defending units appear in blue, at right.

The status of fighting units appears on either side of the screen: attackers to the left, defenders to the right. Weakened units disappear when they are damaged beyond repair, or after retreating.

The sun and moon pass overhead to show the time of day: sunrise, high-noon, twilight and midnight.



1. Attacking ruler
2. Food (Days left in supply)
3. Battlefield
4. Attacking units
5. Day at war
6. Time of day
7. Place of war
8. Defending ruler
9. Defending units
10. Message box

TROOPS

The defender and attacker each go into war with at least four fighting units. If Fifth Units are employed, there can be up to 5 fighting units each on the battlefield from the start of war. Each side receives four turns per day to order troops.

First Unit: Horsemen

Weapon: Lances
Range: Adjacent
Mobility: 3 spaces
Tactics: Flanking and rear attacks

Second and Fourth Units: Knights

Weapon: Swords
Range: Adjacent
Mobility: 2 spaces
Tactics: Building fences

Third Unit: Archers

Weapon: Bow & arrow
Range: 2 spaces
Mobility: 2 spaces
Tactics: Shooting over fences and fort walls

Fifth Units: Monsters, Mercenaries, Magicians

Fifth Unit forces are specialized fighters. Each type of unit has its own style of fighting, and limitations. Some of their weapons are guns and swords, fire and ice. Monsters and mercenaries must be recruited through the command **Hire Monster**. Magicians will fight for you if you possess their gems.

TERRAIN

The terrain of the battlefield is different for every province and varies from open plains to woodlands to lands carved out by rivers.

Plains

Woods

River

Boulder

There are other features on battlefields that obstruct and protect your troops. You can build and break down fences.

Fence

Bridge

Castle Wall

VICTORY AND DEFEAT

Your goal is to capture the enemy's flag before they rush your base and capture your flag

For Victory:

* Capture the enemy flag.
* Force the enemy to retreat.
* Destroy all enemy fighting units.
* Defend your flag until the enemy runs out of food.
* When attacked, defend your flag for 5 days.

In post-war settlements, the victor reaps war spoils from the losing ruler. War spoils can include food, gold and territory! If the attacking side wins, the defenders lose their province and all food & gold. The winning side takes control of the province where the battle was fought.

If you capture an enemy vassal, your troops will hold them for ransom. You must choose to hold them for a ransom of gold, or food. The losing side will have no choice but to pay you.

If you capture a Ruler, you will have 3 choices:

Recruit

This is difficult, but you can try to recruit the losing ruler.

Release

Set the ruler free to retreat to another province.

Banish

Oust the routed ruler from Ishmeria forever!

BATTLE COMMANDS

Each type of fighting unit can carry out specific commands

See TROOPS for more on unit types.

Fence
Build a fence to protect your base or to obstruct the enemy.

Break
Break down a fence to clear a path.

Attack
Attack an enemy unit within range. Youcan attack from the front, flank (the side) or rear. Attack from the rear for the most damage!

Wait
Hold troops in position before or after giving commands.

WAR OPTIONS MENU

Press B to access the war options menu at any time between ordering troops.

Done
Retreat
Auto Mode
Animation: on / off

Done
Quit your round of field turns for all units.

Retreat
Pull out of war and flee to your home or a neighboring province. Select a province to flee to by choosing a province number. When retreating home you cannot take gold, food and soldiers. Only the lord or lady will be able to flee. When retreating to any other province, you can take food and soldiers.

Auto Mode
Allow the computer to play out the war until a victor is decided

Animation:on / off
Turn the fighting animation on or off.

THE TURN OF EVENTS

TEMPERATE ZONES

Different areas of Ishmeria experience different types of weather.

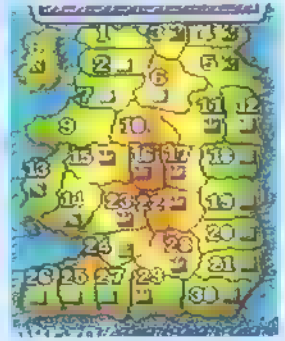
Arctic
Provinces 1-5
At the end of the year, wintry weather storms over the north. Rulers in this region should prepare for the worst by developing province protection.

Woodlands
Provinces 7,9,10,13-15
After a hot summer, the Woodlands are dry and in danger of catching fire! Fires can spread in a flash and wipe out valuable crops

Wetlands
Provinces 17-22,28,29
Many rivers wind throughout the Wetlands. In the rainy season, before summer, flash floods can devastate crops and castles!

Volcanic Region
Provinces 24-27
Mount Eresang, a live volcano, stands in the center of the southwest. It is surrounded by the omen of doom. Rulers, beware of its powers!

The Plague
All provinces in Ishmeria are vulnerable to the Plague. Rulers must build protection to fend off the Plague!

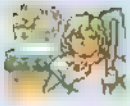


[illegible]

There are elves of merit, who work good deeds, and ogres of mishap, who bring bad luck. Wait and see what special powers they may bring!

Elves of Merit

Elvish Troubadour
The troubadour sings joyous songs of praise. The people will join in and praise the ruler!



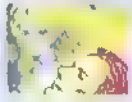
Kind Redcaps
The farmers fret when the mischievous Redcaps frolic through the fields But, their playful tricks help the crops grow!

Far Gorta
Far Gorta are kind spirits.They wander about the land, bringing food to good rulers in need

Leprechauns
Leprechauns are naughty elves with pointed hats If you catch one, he will give up his pot of gold to be set free!

Fairies
Fairies round up troops to help protect the people. Yet, fairies will only help rulers who care for their people.

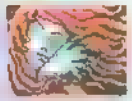
Unicorns
Unicorns are shy and quiet creatures. They bless worthy rulers to make them better leaders.



Gwraigs
If a ruler sees a Gwraig in a dream, he or she will be blessed with a good luck charm.

Airial
Airial calms destructive winds to protect good rulers from disaster

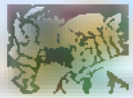
Ogres of Mishap



Black Annis
Ishmerians fear the claws of Black Annis When she frightens the people, they lose trust in their ruler.

Pixies
The green eyes of pixies are filled with mischief They love to prance through the fields and stomp on the crops!

Aughiskies
Pronounced "O-heesh-keys." The Aughiskies are horse spirits which gobble up crops.



Hobgoblins
Hobgoblins jump out and surprise innocent peddlers When the peddlers drop their gold in fright, the hobgoblins snatch it up and run away.

Shrieker
Scared soldiers will run away in fright if the Shrieker screams!

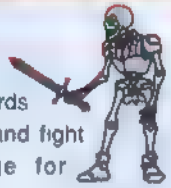
Banshee
The Banshee wails for the souls of lost rulers When a ruler dies, the Banshee's moan will be heard across the island

Durahan
Durahan the headless horseman, rides through Ishmeria with the shadow of doom!

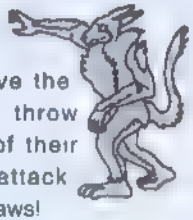
Creatures of Lore

Wandering monsters and skilled fighters are for hire! Recruit them with the military command HIRE MONSTERS.

MONSTERS FOR HIRE



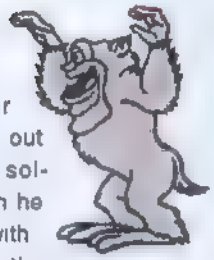
Skeletons
Skeletons wield the swords of the dead and fight with revenge for grievances of the past.



Olog-hai
Olog-hai have the power to throw horses out of their way. They attack with vicious claws!

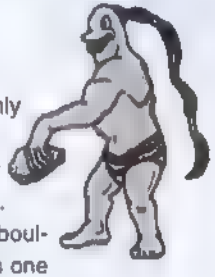
Orks
Orks resemble boars because of their tusks. They fight with heavy axes.

Gargoyles
Gargoyles are winged monsters with talons. They can fly over fences to attack the enemy on the other side!



Bugbear
A Bugbear gets a kick out of scaring soldiers. When he jumps up with a BOO! the enemy faints with fright!

Lizards
The Lizards have breath of fire. They scorch the battlefield and melt enemy troops!



Fachan
A Fachan only has one eye in the center of his face. He heaves boulders with his one and only arm!

Wyvern
Wyverns can fly over fences and are masters of wind. They flap their wings and blow troops down!

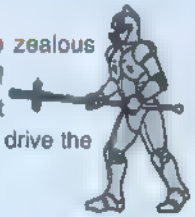
Ogre
The Ogre's face is enough to scare troops away, but he also uses a club to bash the enemy off the field.

SKILLED FIGHTERS FOR HIRE!

Swordsmen attack neighboring troops, but spearmen and gunmen can attack from a distance.

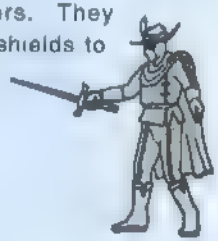
Swordsmen

Pikemen



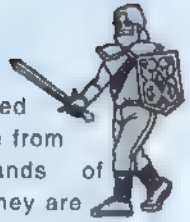
Pikemen are zealous crusaders! They thrust long pikes to drive the enemy back

Lancers



The Lancers are fearless footsoldiers. They brandish shields to block enemy blows

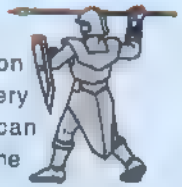
Warriors



These caped warriors are from the highlands of Ishmeria They are only loyal to powerful rulers.

Spearmen and Gunmen

Spearmen

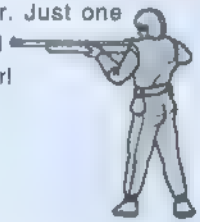


These mercenaries are on the mark every time! They can attack from one space away.

Shooters

Shooters wield long-barrel rifles They are efficient in wars against weaker enemies.

Gunners



Gunners pelt the enemy with steel mortar. Just one blast and troops scatter!

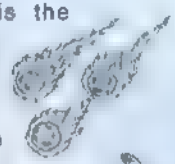
MAGICIAN

The powers of the crown are in each of 6 gems. Each gem contains a wizard or sorceress! They have been loyal to different rulers throughout Ishmeria ever since Princess Robyn released them from the crown.

Pluvius

Gem: Sapphire

Wizard of the Lyle Family



Pluvius is the master of the stars. He reaches into the stars to grasp fire and throws fireballs around the enemy. No sorcerer in Ishmeria is mightier than Pluvius!

Zendor

Gem: Emerald

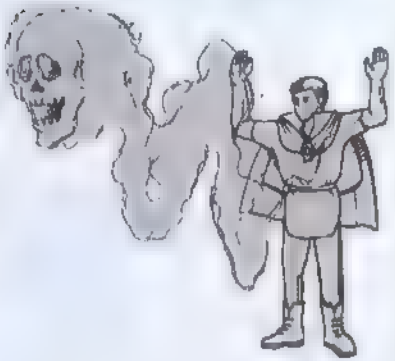
Wizard of the Blanche Family

Zendor is the master of lightning. He commands the skies to fire down upon the earth. The blinding glare throws enemy troops into shock!

Skulryk

Gem. Opal

Wizard of the Molbrew Family

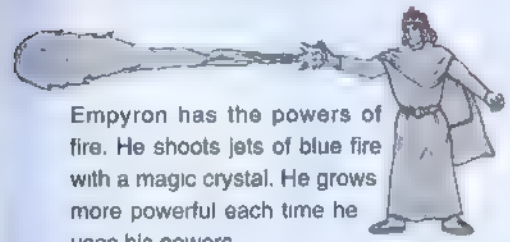


Skulryk has the powers of clouds. He blows a purple cloud of poisonous smoke. Anyone or anything trapped in the cloud will be paralyzed!

Empyron

Gem. Garnet

Wizard of the Coryll Family



Empyron has the powers of fire. He shoots jets of blue fire with a magic crystal. He grows more powerful each time he uses his powers.

Chylla

Gem: Amethyst

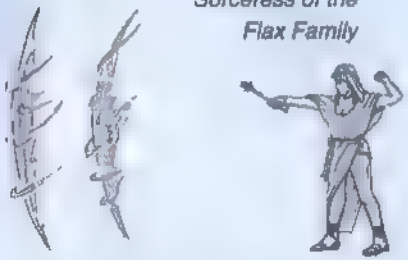
Sorceress of the Chrysallis Family

Chylla has the powers of ice. Her spells are stronger than the coldest winter winds! She unleashes a deadly chill and freezes the enemy in crystals of ice.

Scylla

Gem: Topaz

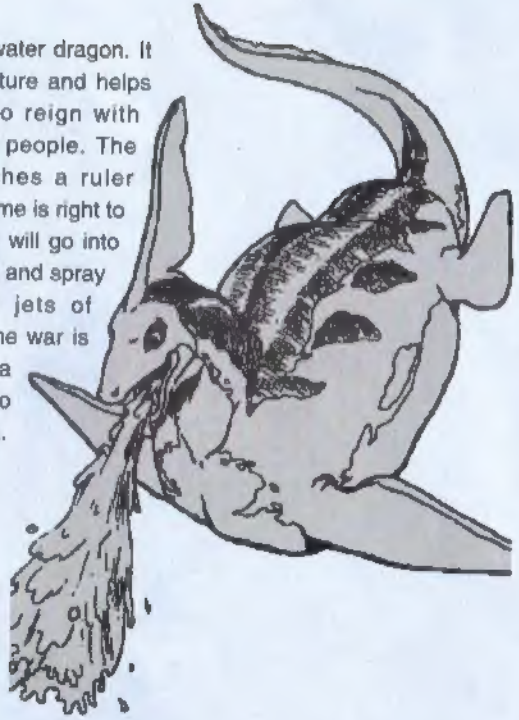
Sorceress of the Flax Family



Scylla has the powers of the wind. With a wave of her wand she sets the winds free. No troops are safe in the face of Scylla's whirlwinds!

PASTHA

The Pastha is a water dragon. It is peaceful by nature and helps moral rulers who reign with concern for their people. The Pastha approaches a ruler when it feels the time is right to unite the crown. It will go into war as a Fifth Unit and spray the enemy with jets of water. But, after the war is over, the Pastha quietly retreats to its home in the sea.



FIRE DRAGON

The Fire Dragon is locked inside of a ruby at the top of Gemfire. It was jinxed by magicians in the days when the evil Wizard Zemmel controlled it with a curse. When Robyn broke the spell of Gemfire, her father stopped her before she could release the ruby. The ruler who holds the crown can use the Fire Dragon in war.

Quick Charts

COMMANDS

Command	Sub-command		Content
Military	Attack		Attack a neighboring province
	Recruit		Recruit more soldiers
	Move Troops		Move soldiers, food, gold
	Hire Monster		Hire monsters or skilled fighters
		Hire	Hire monsters
		Dismiss	Dismiss monsters
Domestic	Develop		Develop the province
		Cultivation	Use 10 gold for farming
		Protection	Use 10 gold for defense
	Trade		Trade with a merchant
		Sell	Sell food for gold
		Buy	Buy food with gold
	Give Food		Give to the people
	Transport		Move food and gold
		Send	Send supplies
		Receive	Receive supplies
Diplomacy	Ally		Tie or break alliances
		Ally	Tie an alliance for peace
		Break Alliance	Break peaceful ties
	Negotiate		A secret mission
		Defection	Bribe a vassal to join you
		Surrender	Ask a ruler to surrender
	Sabotage		Damage another province
	Plunder		Plunder food and gold

Vassal	View	Spy on another province
	Change Lord	Appoint a new lord or lady
	Entrust	Entrust commands to the lord or lady
	Search	Search for other gems

FIFTH UNITS

	Type	Description
Monsters	Skeletons	Sword-bearing skeletons
	Orks	Axe-wielding brutes
	Olog-hai	Sharp-clawed savages
	Gargoyles	Winged monsters
	Bugbear	Throws enemy into a panic
	Fachan	Rock-heaving cyclops
	Ogre	Club-swinging giant
	Lizards	Legendary fire beasts
	Wyvern	Dragon with deadly wings
Skilled Fighters	Pikemen	Zealous crusaders
	Lancers	Fearless footsoldiers
	Warriors	Elite Highlanders
	Spearmen	Spear-heaving mercenaries
	Shooters	Sharpshooting mercenaries
	Gunners	Expert cannoneers
Magicians	Pluvius	Supreme sorcerer
	Zendor	Master of lightning
	Skulryk	Blows a cloud of poison
	Empyron	Shoots jets of blue fire
	Scylla	Sets the winds free
	Chylla	Unleashes a deadly chill
Dragons	Pastha	Water Dragon; seeks out moral rulers
	Dragon	Fire Dragon and protector of the crown

90-DAY LIMITED WARRANTY

Koei Corporation warrants to the original consumer purchaser that this game pak shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Koei will repair or replace the game pak, at its option, free of charge.

To receive this warranty service:

1. Send in your Registration Card.
2. Save your sales receipt and the UPC code found on the game packaging.
3. If your game is still covered under a store warranty, return the game pak to the store at which you purchased the game.
4. If the game develops a problem requiring service during the 90-day warranty period, and is not covered by a store warranty, notify Koei Corp. by calling the **Technical Support Dept. at (415)348-0500, between the hours of 9 a.m. to 5 p.m. Pacific Standard Time, Monday through Friday.**
5. If the Koei Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number prominently on the outside packaging of your defective game pak, enclose your name, address and phone number, and return the game pak, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales receipt or similar proof-of-purchase (UPC code) within the 90-day warranty period to:

Koei Corporation
One Bay Plaza, Ste. 540
1350 Bayshore Hwy.
Burlingame, CA 94010

This warranty shall not apply if the game pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

Service After Expiration of Warranty

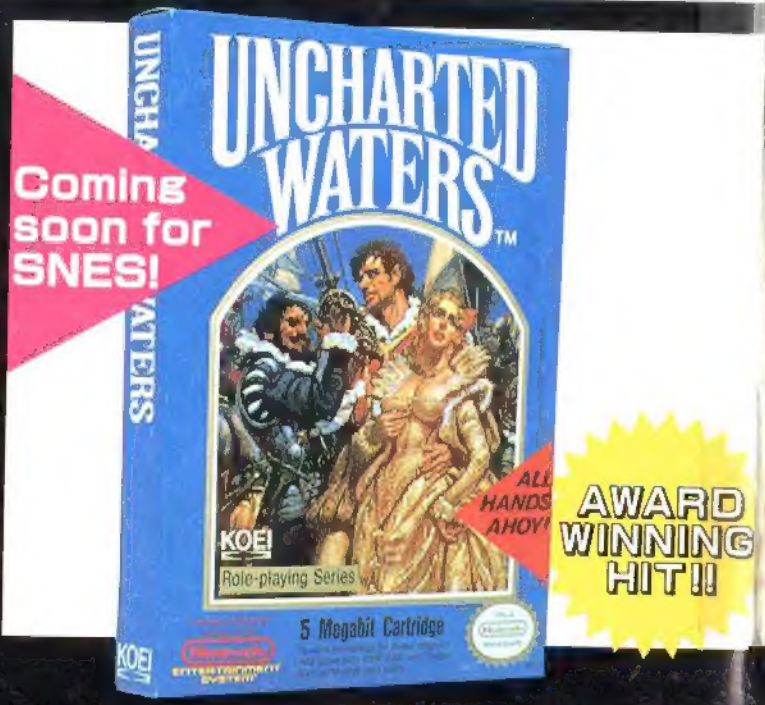
If the game pak develops a problem requiring service after the 90-day warranty period, you may contact the Koei Technical Support Dept. at the phone number noted previously. If the Koei Service Representative is unable to solve the problem by phone, you may be provided with a Return Authorization number and asked to send the game pak to Koei for personal inspection. Record this number prominently on the outside packaging of the defective game pak and return the merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Koei with a check or money order for $20, to cover repair or replacement, payable to **Koei Corporation**. Koei reserves the right to change the post-warranty service fee and/or policy.

Romance II of The Three Kingdoms

China's Fate is in Your Hands!

The Second Han Dynasty is crumbling! As a powerful ruler, from China's past, you are determined to beat your enemies. Destroy your opposition with brute force or wear them down with patience and cunning. Only you can determine the fate of China!

Feature: 1-12 players, 6 scenarios, option to create your character, mystic relics to discover, battery back-up to save games.



UNCHARTED WATERS™

Sail the High Seas!

Climb aboard your flagship and set sail into the open seas! As a young Portuguese captain, you are in search of fortune and fame. With your First Mate at the helm, navigate the way to distant lands and legendary riches. This is your adventure in the Age of Exploration!

Features: 1 player, 1 scenario, 70 ports to discover, 6 different ships to choose, battery back-up to save games. For play on the NES.